

What is claimed is:

- 1 1. A method of administering a game, wherein the game involves at least a first random
2 outcome and a second random outcome combined according to game rules to produce a
3 game outcome, the method comprising:
4 receiving a player request for a specific entry instead of one of the random
5 outcomes, the specific entry affecting a likelihood of a game outcome and being
6 selected from a finite set of possibilities not determined by chance; and
7 combining the specific entry and the remaining at least one of the random
8 outcomes according to the game rules to determine the game outcome.
- 1 2. The method of claim 1, wherein the game is blackjack and the specific entry is a
2 specific score that replaces one of a player's hand and a dealer's hand.
- 1 3. The method of claim 2, wherein the specific score replaces the player's hand.
- 1 4. The method of claim 3, wherein the specific score is one of 17, 18, 19 and 20.
- 1 5. The method of claim 2, wherein the specific score replaces the dealer's hand.
- 1 6. The method of claim 5, wherein the specific score is one of 17, 18, 19 and 20.
- 1 7. The method of claim 2, wherein the specific entry is requested by placing a betting
2 chip in a betting chip placement area.
- 1 8. The method of claim 2, wherein the specific entry is represented by a game piece.
- 1 9. The method of claim 1, wherein the game is played on a video game device.
- 1 10. The method of claim 1, wherein the game is played via the Internet.
- 1 11. The method of claim 1, wherein the game is poker and the specific entry specifies an
2 initial configuration of a player's hand.
- 1 12. The method of claim 11, wherein the specific entry is granted only upon consent of
2 at least one other player or upon consent of a proprietor of the game.

1 13. The method of claim 1, wherein the specific entry specifies a final position of at least
2 one reel of a slot machine and the remaining one of the random outcomes is a randomly
3 determined final position of at least one other reel of the slot machine.

1 14. The method of claim 13, wherein:

2 the slot machine has three reels;

3 the specific entry specifies respective final positions of two of the three
4 reels; and

5 the remaining one of the random outcomes is a randomly determined final
6 position of a third one of the reels.

1 15. The method of claim 1, further comprising (adjusting) a bet for the game in connection
2 with the player request for a specific entry.

1 16. The method of claim 15, further comprising notifying the player of the adjustment of
2 the bet.

1 17. The method of claim 15, further comprising adjusting a payout for the game in
2 connection with the player request for a specific entry.

1 18. The method of claim 1, further comprising adjusting a payout for the game in
2 connection with the player request for a specific entry.

1 19. The method of claim 18, further comprising notifying the player of the adjustment of
2 the payout.

1 20. The method of claim 1, further comprising changing a probability for the remaining
2 one of the random outcomes in connection with the player request for a specific entry.

1 21. The method of claim 20, further comprising the step of notifying the player of the
2 change in probability for the remaining one of the random outcomes.

1 22. Apparatus for administering a game, wherein the game involves a first random
2 outcome and a second random outcome combined according to game rules to produce a
3 game outcome, the apparatus comprising:

4 a processor;

5 an input device connected to the processor;

6 a display connected to the processor;

7 a memory connected to the processor and storing a program,

8 the processor operative with the program to:

9 receive a player request for a specific entry instead of one of the random
10 outcomes, the specific entry being selected from a finite set of possibilities not
11 determined by chance and the specific entry affecting a likelihood of a game
12 outcome; and

13 combine the specific entry and a remaining one of the random outcomes
14 according to the game rules to produce the game outcome.

1 23. Apparatus according to claim 22, wherein the input device and the display are
2 connected to the processor via the Internet.

1 24. Apparatus according to claim 22, further comprising a housing within which the
2 processor, the input device, the display and the memory are contained.

1 25. An article of manufacture comprising:

2 a computer readable medium having computer readable program code
3 means embodied therein for administering a game, the game involving a first
4 random outcome and a second random outcome combined according to game rules
5 to produce a game outcome, the computer readable program code means in said
6 article of merchandise comprising:

7 computer readable program code means for receiving a player request for a
8 specific entry, wherein the specific entry replaces one of the random outcomes, the
9 specific entry being selected from a finite set of possibilities not determined by
10 chance and the specific entry affecting a likelihood of a game outcome; and

computer readable program code means for combining the specific entry
and a remaining one of the random outcomes according to the game rules to
determine the game outcome.

26. A method of playing a game of twenty-one, comprising:
allowing a player to select a specific score instead of a player's hand;
dealing and playing a dealer's hand; and
comparing the specific score to the dealer's hand to determine a winner of
the game.

27. A method of playing a game of twenty-one, comprising:
allowing a player to select a specific score instead of a dealer's hand;
dealing and playing a player's hand; and
comparing the player's hand to the specific score to determine a winner of
the game.

28. A method of playing a poker game, comprising:
allowing a player to select an initial hand that has not been determined by
chance;
allowing the player to draw at least one additional card to complete the
hand; and
determining a game outcome based on the completed hand.

29. The method of claim 28, wherein the determining step includes determining whether
the completed hand matches a target hand.

30. The method of claim 29, wherein the poker game is played by using a video game
device.

31. The method of claim 28, wherein the poker game is played by using an Internet
gaming system.

32. A method of operating a slot machine, comprising:

2 allowing a player to specify a position of a reel, the position not being
3 predetermined by chance; and
4 spinning at least one other reel of the slot machine to determine an
5 outcome of a play cycle.

1 33. The method of claim 32, wherein the slot machine has only three reels, the player is
2 allowed to specify respective final positions of two of the reels, and only a third one of
3 the reels is spun.

1 34. The method of claim 32, played by using a video game device.

1 35. The method of claim 32, played by using an Internet gaming system.

1 36. A method of playing a game of twenty-one, comprising:
2 allowing a player to select a score of eleven in place of an initial two-card
3 hand;
4 dealing a dealer's hand;
5 after the dealing step, allowing the player to request at least one additional
6 card to complete the player's hand;
7 playing the dealer's hand; and
8 comparing a score for the player's hand with a score for the dealer's hand
9 to determine an outcome of the game.

1 37. The method of claim 36, further comprising, after the dealing step, allowing the
2 player to double a bet in return for the player agreeing to request only one card to
3 complete the player's hand.

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